ABSTRACT OF THE DISCLOSURE

A method and system for modeling a 3-dimensional structure of a protein using animation software techniques is provided. In one embodiment of the invention, the modeling is based upon identifying a 3-dimensional structure of a protein. Positional data

5   regarding that 3-dimensional structure, more specifically, the X, Y and Z coordinates for the structure, are generated. Using these coordinates, an animation software, such as MEL (Maya Embedded Language) Script or "melscript" is employed that uses the co-ordinates to create an image of animation information to be displayed on a computer screen, or other visual medium. Further refinement techniques are used to improve the

10   accuracy of the representation in animation. The model of the protein is thereby gener-ated as an animation of the protein and it can be displayed and evaluated accordingly.